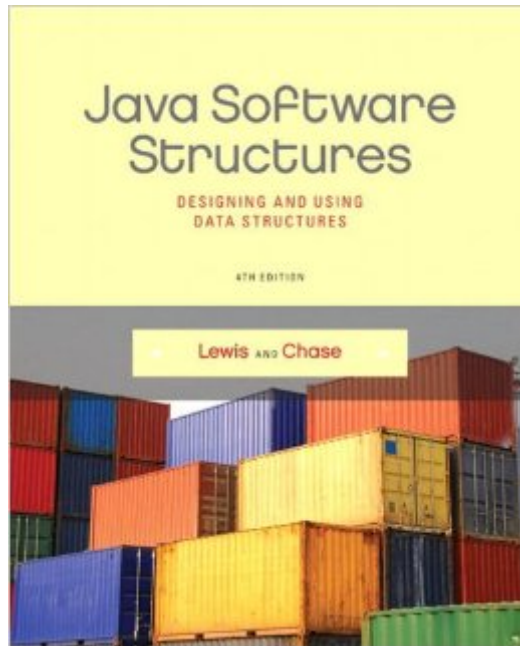# Java Software Structures: Designing And Using Data Structures

Synopsis

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. The fourth edition of Java Software Structures embraces the enhancements of the latest version of Java, where all structures and collections are based on generics. The framework of the text walks the reader through three main areas: conceptualization, explanation, and implementation, allowing for a consistent and coherent introduction to data structures. Readers will learn how to develop high-quality software systems using well-designed collections and algorithms.

Book Information

File Size: 19256 KB

Print Length: 696 pages

Simultaneous Device Usage: Up to 2 simultaneous devices, per publisher limits

Publisher: Pearson; 4 edition (February 13, 2013)

Publication Date: February 13, 2013

Language: English

ASIN: B00BFFGKC6

Text-to-Speech: Not enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #426,290 Paid in Kindle Store (See Top 100 Paid in Kindle Store)   #354 in Books > Computers & Technology > Programming > Algorithms   #666 in Books > Computers & Technology > Programming > Languages & Tools > Java   #779 in Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design

Customer Reviews

All mainstream computer languages implement a common set of data structures and algorithms. If you are a computer science student, you must learn these at a level that you can at least facilely code using them. What language you do it in is probably secondary. Well here, Lewis and Chase instantiate the pedagogy in Java. A good choice. They have updated this second edition so that it uses Java 1.5 (aka Tiger).They assume you have a rough working knowledge of Java. This is not the time or place to go over basic syntax. Though you should already know the basics of object

oriented programming, they give an entire chapter to thoroughly discussing how to do so. In this chapter, you should pay close heed to the section on interfaces. More than many other aspects of Java, interfaces help you build modular code. To explicitly reduce the coupling between different classes, where one class might call the other. Instead of doing a direct call, if interfaces are used to mediate this instantiation, it is a huge boost to modular design. My only gripe here with the interface text is that I think it does not stress enough how useful this is. Only when you've tried to do a large project might you fully appreciate using interfaces.Later chapters show you how the base Java comes with a rich assortment of very useful classes. That implement queues, linked lists, lists, stacks, trees and collections. These can match or even exceed what is available on these topics in the C++ Standard Template Library. While poor old C totally lacks them.I suggest also that you scan closely the chapter on hashing. This is a key and fundamental idea in computing. Lets you search a table in logarithmic dependence on its size, instead of linear dependence. Another excellent Java class.

JAVA: Quick and Easy JAVA Programming for Beginners (Java, java programming, java for dummies, java ee, java swing, java android, java mobile java apps) Java Software Structures: Designing and Using Data Structures Java Software Structures: Designing and Using Data Structures (3rd Edition) JAVA: The Ultimate Guide to Learn Java Programming Fast (Programming, Java, Database, Java for dummies, coding books, java programming) (HTML, Javascript, ... Developers, Coding, CSS, PHP Book 1) Data Structures in Java: From Abstract Data Types to the Java Collections Framework Swift: Programming, Master's Handbook: A TRUE Beginner's Guide! Problem Solving, Code, Data Science, Data Structures & Algorithms (Code like a PRO in ... mining, software, software engineering,) Java: The Ultimate Guide to Learn Java and C++ (Programming, Java, Database, Java for dummies, coding books, C programming, c plus plus, programming for ... Developers, Coding, CSS, PHP Book 2) JAVA: Easy Java Programming for Beginners, Your Step-By-Step Guide to Learning Java Programming (Java Series) Data Analytics: Practical Data Analysis and Statistical Guide to Transform and Evolve Any Business Leveraging the Power of Data Analytics, Data Science, ... (Hacking Freedom and Data Driven Book 2) Data Architecture: A Primer for the Data Scientist: Big Data, Data Warehouse and Data Vault Data Structures and Algorithms Made Easy in Java: Data Structure and Algorithmic Puzzles Java Programming Box Set: Programming, Master's Handbook & Artificial Intelligence Made Easy; Code, Data Science, Automation, problem solving, Data Structures & Algorithms (CodeWell Box Sets) Java Programming: Master's Handbook: A TRUE Beginner's Guide! Problem Solving, Code, Data

Science, Data Structures & Algorithms (Code like a PRO in 24 ... design, tech, perl, ajax, swift, python) Starting Out with Java: From Control Structures through Data Structures (2nd Edition) (Gaddis Series) Starting Out with Java: From Control Structures through Data Structures (3rd Edition) Data Structures and Other Objects Using Java Data Structures and Problem Solving Using Java (4th Edition) Data Structures and Other Objects Using Java (3rd Edition) Data Structures and Problem Solving Using Java (3rd Edition) Data Structures and Other Objects Using Java (4th Edition)